MOE AGUILAR

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Objective

- A skilled software developer and artist with a passion for computer graphics and video games. Seeking a challenging role in a dynamic environment where I can leverage my experience in developing engaging and innovative experiences for users.

Skills

- C# | C++ | Java | JavaScript | C | Python | Lua | Git | Azure | AWS | Cloud Computing | OOP | HTML | CSS | PHP
- Virtual Reality | Augmented Reality | Unit Testing | Unity | Unreal Engine 5 | Game Development | Photoshop | Blender
- Problem-solving | Strong communication | Adaptability | Leadership | Creativity | Attention to detail

Experience

AR Software Engineer **Huum Technologies** *Mexico City, Mexico* **07/2023 - Current**

- Spearheaded the development of cutting-edge e-commerce AR applications for the Vision Pro platform, utilizing C++ and Xcode for seamless implementation.
- Proficiently trained machine learning models through computer vision techniques to accurately identify a wide array of commercial products, employing Python for the task.

WebAR Developer **Zandoo Films** *Mexico City, Mexico* **05/2023 - 07/2023**

- Conceptualized and executed diverse WebAR experiences catering to mobile devices, skillfully employing JavaScript, HTML, and CSS. Emphasized a marketing-oriented approach to amplify the impact of promotional campaigns.

Unity AR Developer **NHP Digital** *Mexico City, Mexico* **02/2022 - 05/2023**
(AR startup in partnership with Microsoft)

- Pioneered the design and implementation of 3D multi-user experiences in the HoloLens 2, seamlessly synchronized via Spatial Anchors.
- Developed an ambulance customization application for COMSA, a leader in health infrastructure solutions. Additionally, conceptualized and executed smart buildings demonstrations and showroom customization applications for Bosque Real, Mexico City's premier real-estate development project. Provided unified spatial mapping capabilities to enhance user experiences.

Unity VR Developer **Yeltic** *Mexico City, Mexico* **01/2022 - 03/2022**
(IT Services and Consulting Company)

- Worked on the creation of immersive virtual reality experiences within the Unity platform, skillfully crafting diverse levels of engagement.
- Contributed significantly to the "Misión Paz Escolar" initiative, an innovative program that harnessed various technologies to empower young individuals in addressing bullying-related challenges.
- Demonstrated versatility by serving as both a software developer and artist on an immersive Metaverse project, executed in collaboration with Facebook.

Animation Intern **Pix by pix** *Puebla, Mexico* **02/2021 - 06/2021**
(Advertising Agency)

- Produced illustrations, motion graphics for diverse client redesigns and marketing.

Education

B.A. in Animation and Digital Arts (GPA 95/100) **Tecnológico de Monterrey** *Puebla Mexico* **08/2017 - 12/2021**

- Major in Game Development and Interactive Experiences. Minor in Visual Development.

Others

- **Conference Speaker**: LevelUp VideoGame Hackathon, Mexico. Gave a conference about creating addiction in video games, how it can become problematic, and using tools to ethically create replayability in games. **(11/2022)**
- **Bronze Award**: Received the Third Place Award at the Global Game Jam event at Tec de Monterrey for my role as lead designer and developer on the 'Chapaleto's Adventures Undersea' game. **(01/2021)**
- **Gold Award**: Lead developer for "Tleli and the Deep". Best Project at Tec de Monterrey's Final Frame national competition. **(12/2020)**

Languages

- Spanish. Native language.
- English. Fluent proficiency with TOEFL C1 accreditation.
- French. Intermediate proficiency with DELF B1 accreditation.
- Korean. Intermediate proficiency.